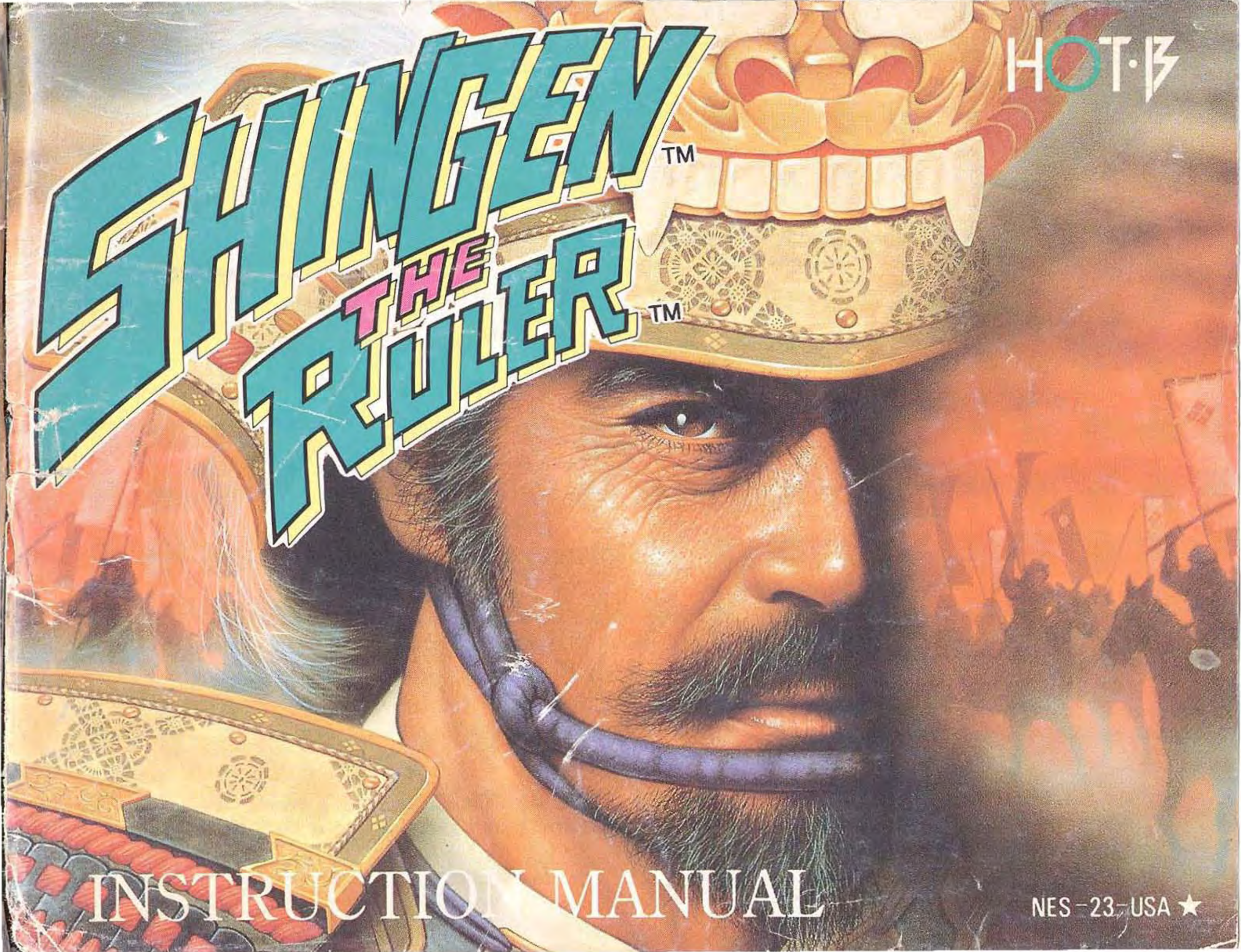

SHINGEN™
THE RULER™
HOT·B
INSTRUCTION MANUAL
NES-23-USA ★

LICENSED BY NINTENDO®
FOR PLAY ON THE

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Sysyem®

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

INSTRUCTION

Thank you for buying "SHINGEN, THE RULER" produced by HOT.B USA.
Before playing with SHINGEN, please read the instructions carefully and also keep them so you can refer to them later.

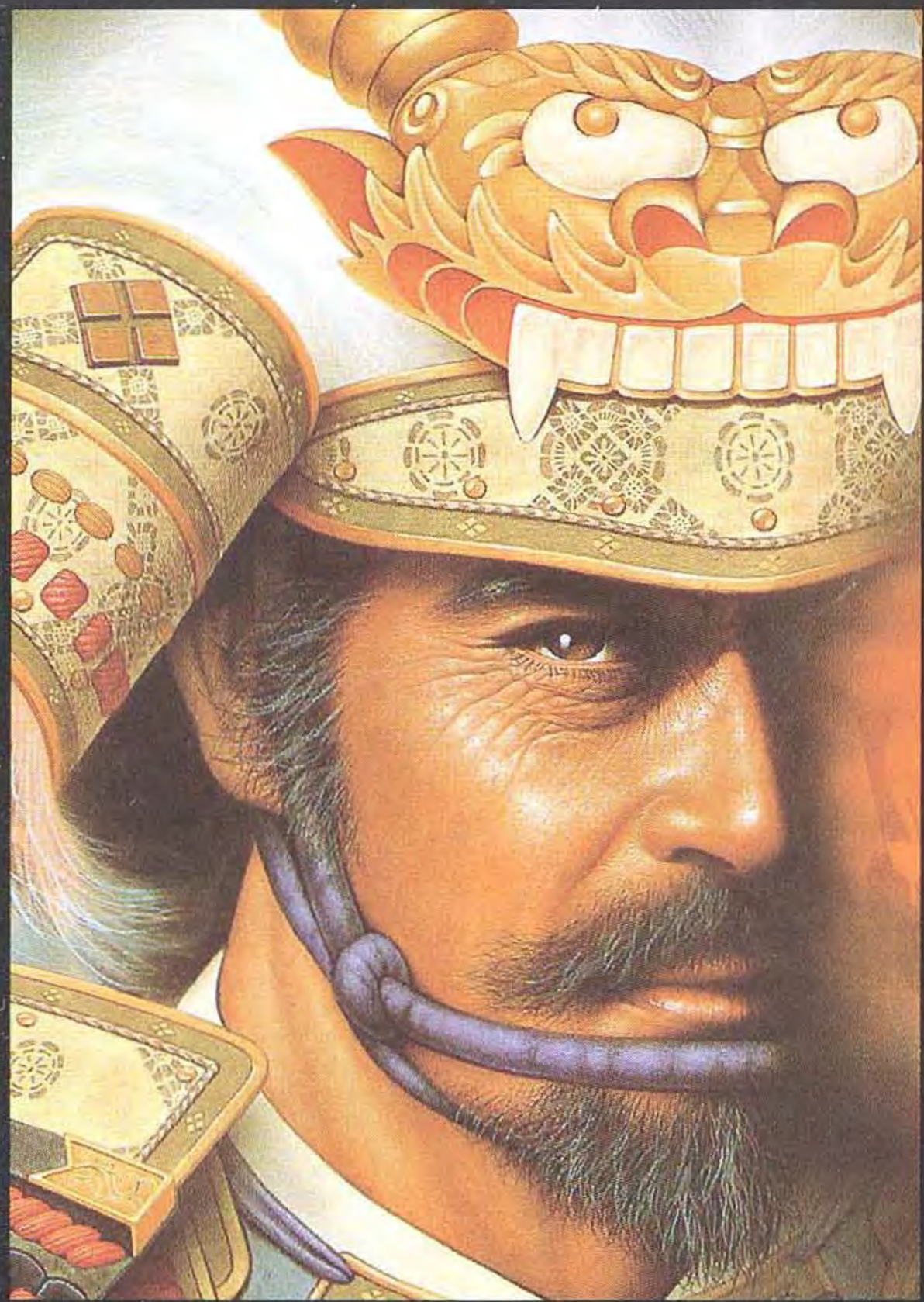
PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME.

1) This game pack is a very delicate instrument. Keep away from very high temperatures and mechanical shock at all times.
   Never disassemble for any reason.
2) Never touch the terminals with bare hands or get them wet. This causes damage to game pack or control deck.
3) Thinner, benzene, alcohol or any other solvents should not be used to clean the case.
4) For health reasons, we advise you do not sit too close to the screen, and do not play for an extended period over 2 hours.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

TABLE OF CONTENTS

1. Purpose 2
2. To Start the Game 3
3. How to Use Controller 5
4. How to Play the Game 9
5. Indicators of a Territory's Condition (Parameters) 10
6. How to Use Domestic Administration Commands 14
7. Basic Tactics - Here is the Battlefield of SHINGEN! 18
8. Battle Mode Rules 20
9. To Decide How Many Corps to Attack the Enemy 21
10. Automatic and Manual Battles 22
11. Divide the Troops 23
12. Moving and Rushing on the Battlefield 24
13. Other Actions on the Battlefield 26
14. Lucky or Unlucky? Various Events 27
15. Main Lords Who Appear in this Game 30
16. HINTS 37



1. PURPOSE

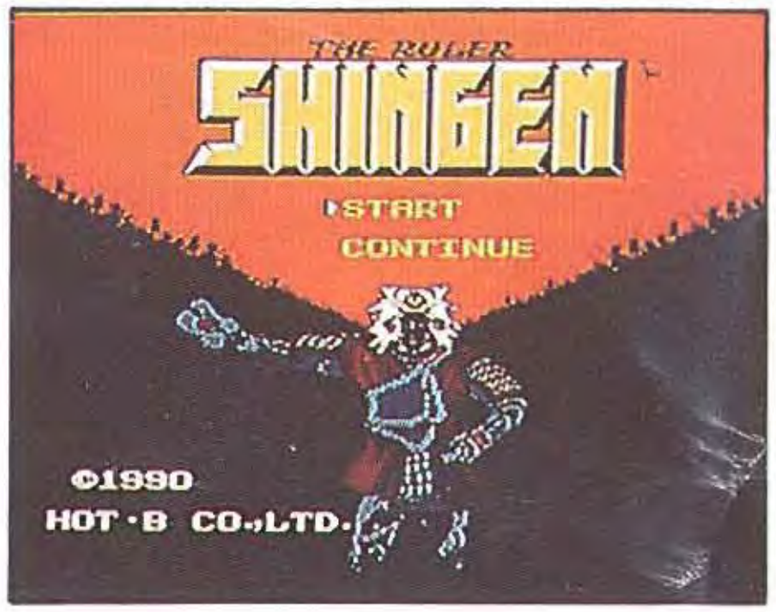
"SHINGEN, THE RULER" is a territory-conquering simulation game based on Japan's turbulent age of the samurai. The player is Takeda Shingen and his son Katsuyori, and they try to rule all 21 territories by conquering other feudal lords (daimyos). Takeda Shingen starts with Shingen conquering the two territories named Kai and Shinano, in 1545 when he was 24 years old. Though he conquered Shinano, the territory's status is still very unstable as it is surrounded by other strong enemy territories, so the situation is not good at all. Whether or not Shingen can rule Japan completely by conquering all 21 territories depends on your playing skill.

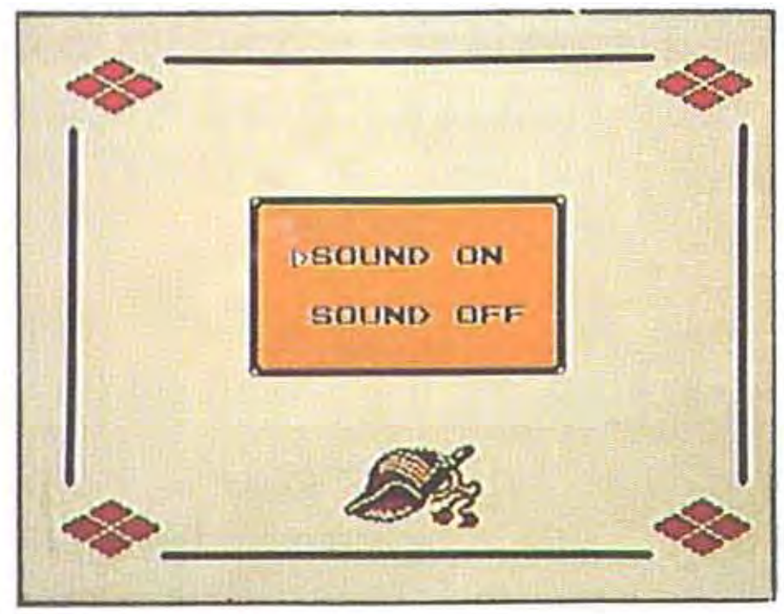
2. TO START THE GAME

Press the start button. Select "Continue" with the select button and press the start button, and the game can be resumed with the data saved.

If you select "On", both music and sound effects operate. If you select "Off", only the sound effects operate.

Move the cursor with the + key, select On/Off, and make decisions with the "A" button.





TO SAVE AND END THE GAME

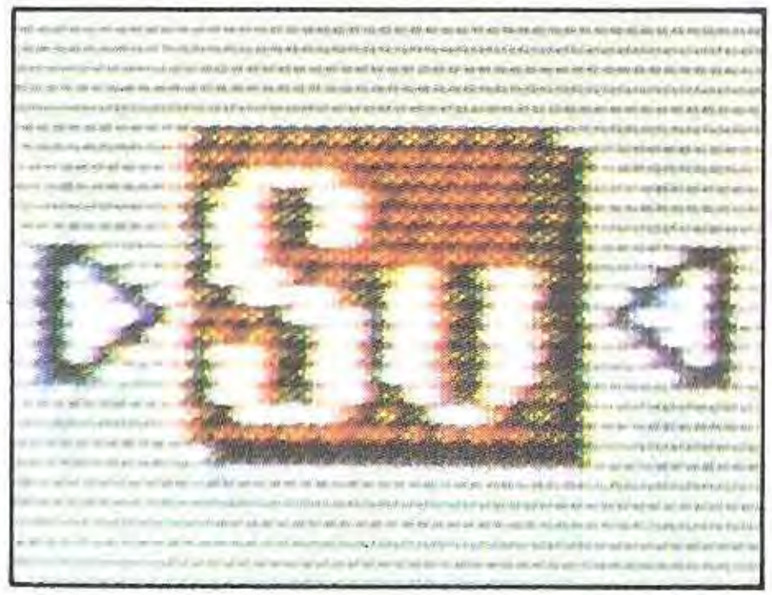
If you select the "Save" command, the ongoing game data is saved. Once it is saved, all previous data is lost, so please be careful.

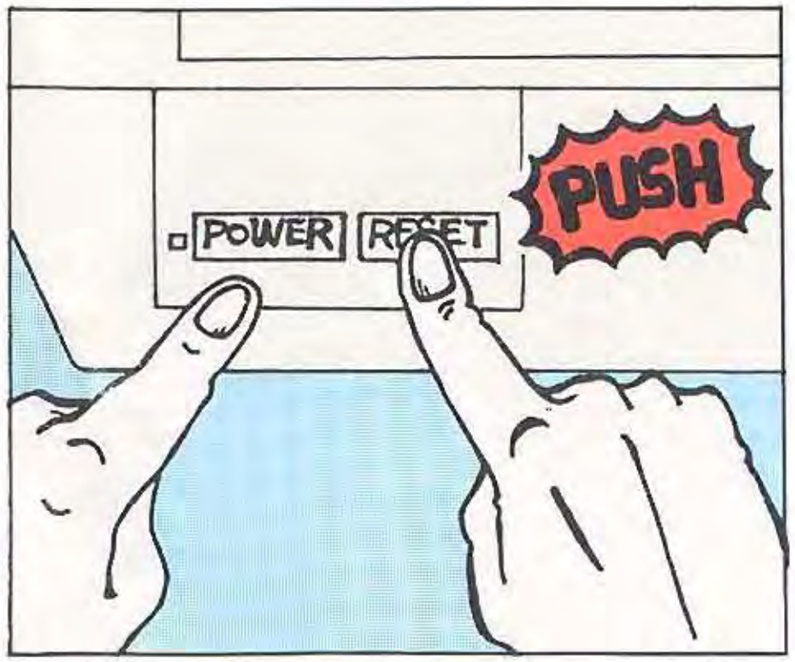
If you select the "Save" command, you can start the game again from the point you saved by pressing "Continue".

When you make a command, it means one month has passed in the game (this is called a "turn", but a turn is not used when making the "Save" command, so another command can be selected after saving).

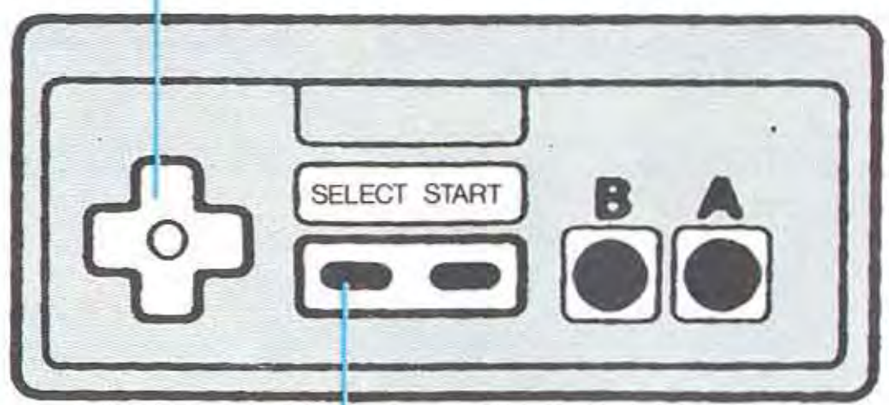
In a month in which SHINGEN moves to another territory, saving cannot be done.

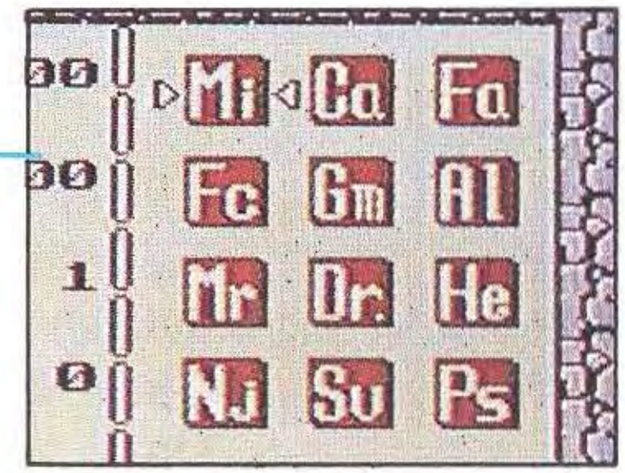
When you have finished a game, be sure to hold in the "RESET" Button while you turn the power off.

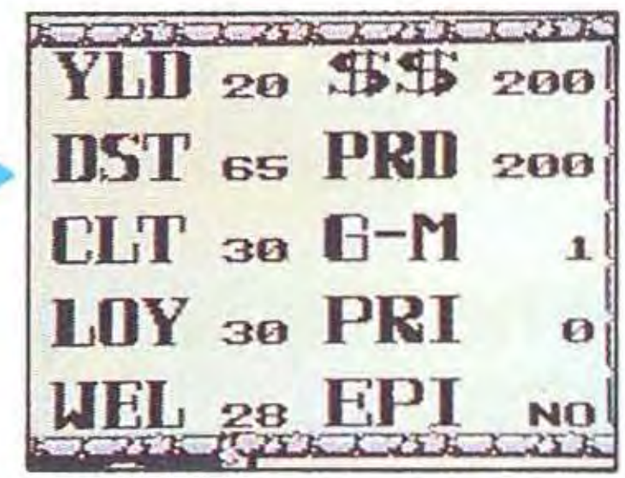


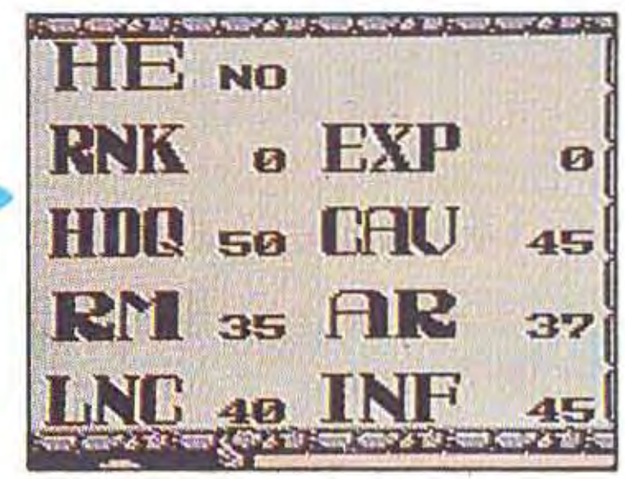


3. HOW TO USE CONTROLLER









For domestic administration to help a territory prosper.

✢ Key ..... Select a command
Select Button .. Change parameters that indicate the condition of the territory
A Button ..... Decide a command
B Button ..... Cancel

Special operation when a command is selected.

When selecting with a cursor:

✢ Key ..... Move cursor left or right

A Button ..... Make a decision.

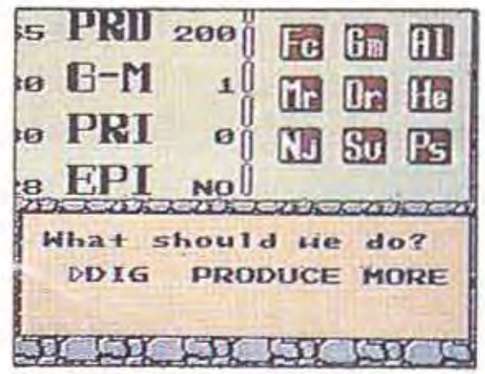
B Button ..... Cancel

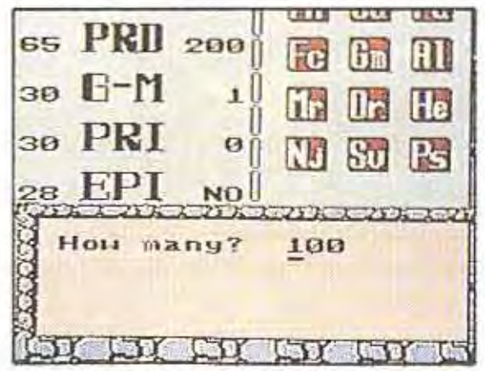
✢ Key ..... Move cursor up or down

When selecting a number:

✢ Key ..... Up – Increase the number.
Down – Decrease the number.

✢ Key ..... Select the figure by moving the cursor left or right.





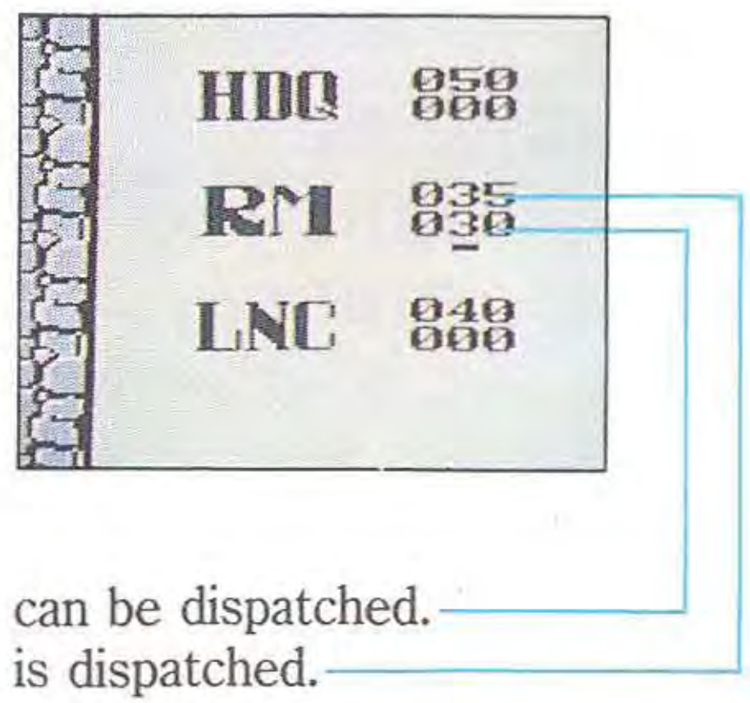
When deciding the strength of the troops dispatched.

A Button ..... Decide the troop strength for each unit.

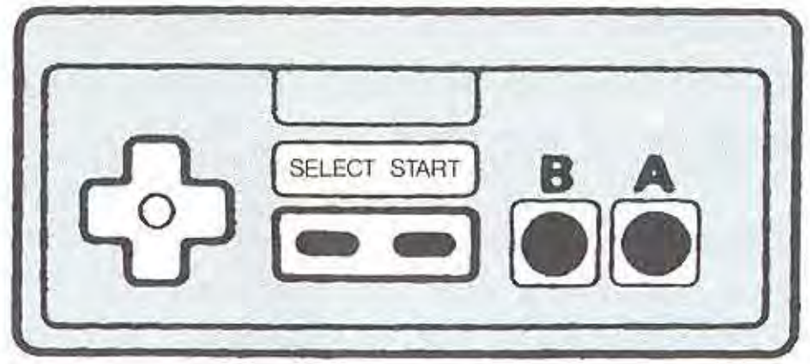
B Button ..... Cancel

Start Button .... Decide the troop strength and proceed to the next.

✢ Key ..... Up/Down – Input number 0 to 9.



Left/Right – Move figure cursor.



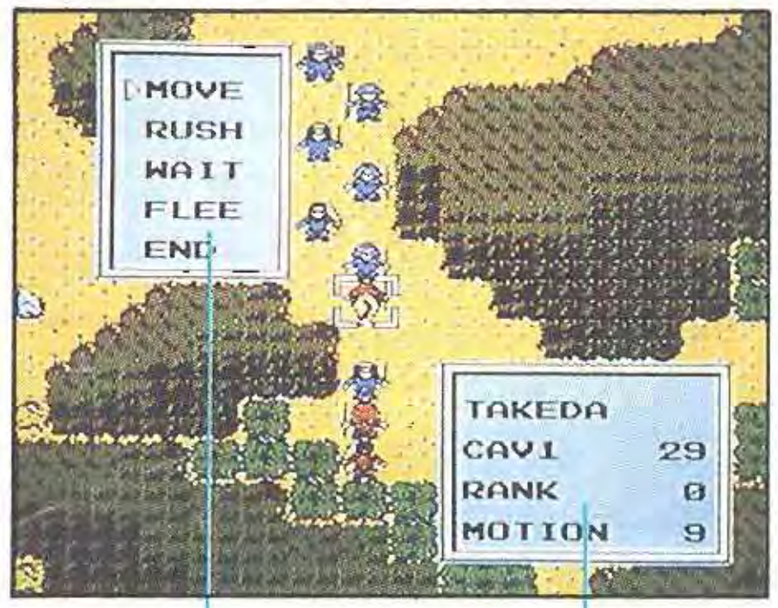
Decide with start and proceed to the next.

When fighting an enemy on a battlefield

A Button ..... Make a decision.
B Button ..... Cancel.
Start Button .... The cursor automatically moves to the unit that can still move.
Select Button .. Indicate the total troop strength of both armies.
✢ Key ..... Move Cursor.

Press the A Button while the cursor is on a unit, and you can give a command or see the condition of the unit.

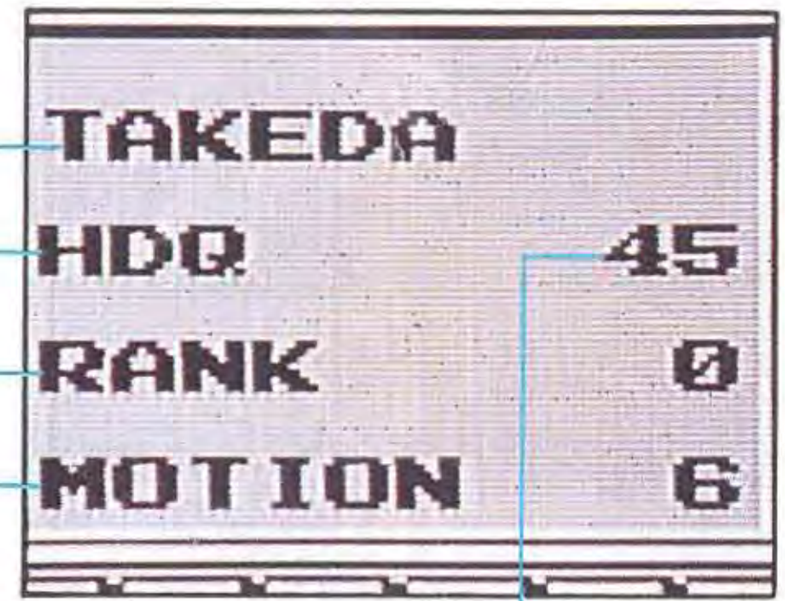
By pressing the A Button while you have the cursor over an enemy unit, you can see the condition of the enemy.



Command Window

Status Window

Concerning the status window, if you press the A Button and set the cursor on the unit, the status window is opened and you can see the information of the unit:



The army you belong to.

The name of the unit.

The RANK of the unit.

The movement strength of the unit.

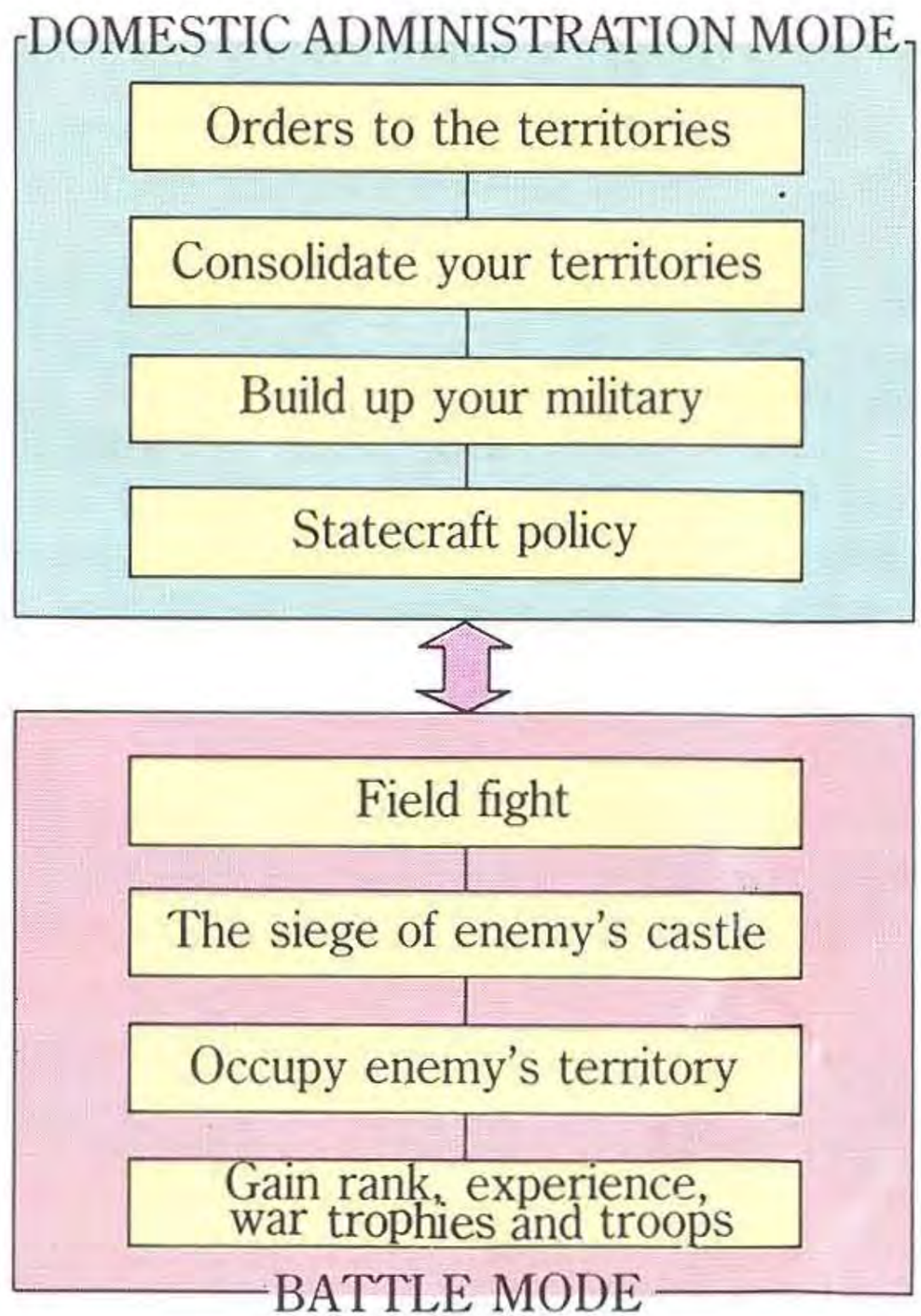
The number of the unit.

How to attack:

A Button ..... Make a decision
B Button ..... Cancel
✢ Key ..... Decide the direction to attack.

To attack the enemy, move the cursor to your unit that you wish to do the attacking and press the A Button. Then, after putting that unit into attacking position, select "RUSH". Thereupon push the ✢ Key toward the enemy unit you want to inflict damage upon.

4. HOW TO PLAY THE GAME



This game is divided into a domestic administration mode and a battle mode. First, enhance the territory's power with the domestic administration mode, then expand the territory by conquering an enemy territory using the battle mode.

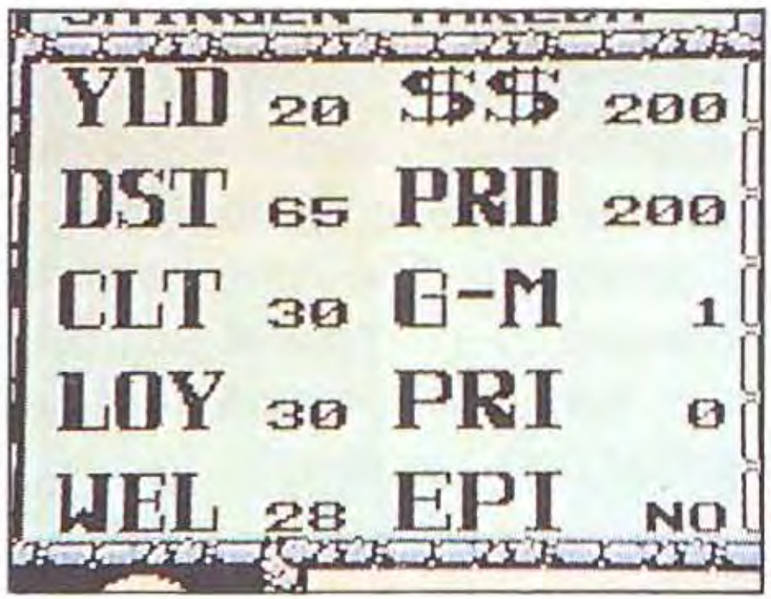
Domestic administration mode

Strengthen the domestic administration using 12 types of commands. The condition of the territory is indicated by 19 types of parameters. You can rule, at most, three occupied territories in a month (except home territory)!

Battle mode

Lead six types of soldiers, destroy the enemy's headquarters (12 units maximum). There are two types: normal battle and automatic battle. If you win an open-air battle and a siege battle, you can control a territory.

5. INDICATORS OF A TERRITORY'S CONDITION (PARAMETERS)



Always be aware of the prosperity of each territory!

YLD (yield)
Indicates the amount of products harvested in the territory. As the yield becomes higher, the October harvest increases and more infantry can be enlisted. Use Fa (farm policy) - DEVELOPMENT to increase YLD.

DST (disaster)
Unlike the other parameters, the lower this number the better the preparations for disaster. Use Fc (flood control) to decrease DST.

CLT (culture)
Indicates the level of civilization. The higher the level, the better the annual harvest, the lower the price of medicine, the less likely epidemic disease is to occur. Use Ca (castle) to increase CLT.

LOY (loyalty)
Indicates how faithful the people of the territory are. A higher number means a larger infantry and a lower likelihood of domestic rioting. Use Fa

(farm policy) – AID to increase LOY.

WEL (wealth)
Indicates how prosperous the people of the territory are. The higher the number the more stable the life of the people, and it affects the prices of the things selected by the "merchant" command. Use Fa (farm policy) to increase wealth.

$$ (money)
Indicates the amount of money the territory possesses. It increases every month according to the number of gold mines (G-M). Money is obtained from collecting annual tributes and battlefield victories (trophies of war).

PRD (product)
Indicates the amount of rice owned. Rice is the main food of Japan and very valuable, thus it can be changed into money by selling it to merchants and can be increased through events like the collection of annual tributes in October and battlefield victories (trophies of war). Minimum 5 PRD are needed to enter battle.

G-M (gold mine)
Indicates the number of gold mines discovered. $$ increases 5 units every month per G-M. The ease of mining varies among the territories and decreases due to mine cave-ins. Use Gm - DIG to increase gold mines.

PRI (princess)
Indicates the total number of princesses. Princesses are able to help make alliances with other territories.

EPI (epidemic)
Indicates if a bad epidemic disease is prevalent in the territory. When an epidemic occurs, the infantry size and wealth is reduced, but will naturally disappear in December. Use Dr (doctor) to resolve epidemic.

ACTUAL STRENGTH OF SHINGEN'S UNIT (255 UNITS MAXIMUM PER EACH CATEGORY)

HE (heir)
Indicates the educational level of the heir. The educational level affects the situation after inheritance, and the higher this level the better. This level is classified in ST (strength), IQ (intelligence quotient), and MO (morality) and its influence after inheritance varies according to the balance among the three. The level may be lowered by a disturbance due to an enemy's rioting or negligence in education. 300 units maximum in this category.

RNK (rank)
Indicates the actual strength of the army of the territory. The higher the number, the stronger and more experienced the army is.

EXP (experience)
Indicates the degree of battle experience of the soldiers. Experience is obtained by defeating an enemy in battle, and the RNK advances as more experience is accumulated.

HDQ (headquarters)
Indicates the number of armed units with a Field General. They have the strongest attacking and defending power, yet with only average power to advance far forward. Without HDQ you cannot enter battles. If HDQ is destroyed, the battle has been lost even though other units may be surviving elsewhere.

CAV (cavalry)
Cavalry armies have high attacking power and moving forward power. As their movement range is wide, they are optimal for attacking an enemy's HDQ or for attacking the enemy from behind by flank movements. Buying CAV from Mr (merchant) will change INF to CAV.

RM (riflemen)
Can be used to attack an enemy from far away, up to 7 boxes. As shooting gives only one-sided damage to an enemy, if used well it can cause an enemy great damage. But be careful, as RM is

minimally effective in close combat (when attacking an enemy in the next box). Buying RM from Mr (merchant) will change INF to RM.

AR (archers)
Can attack an enemy up to 5 boxes away. Though the shooting range is less than that of RM, AR is nonetheless essential for defense. Buying AR from Mr (merchant) will change INF to AR.

LNC (lancers)
Ability is average, with a range of up to 6 boxes. Their cost is low and are very useful when many soldiers are needed. Buying LNC from Mr (merchant) will change INF to LNC.

INF (infantry)
These units do not require money since they are collected through enlistments. Though the weakest unit, without INF the fighting force cannot be increased by just buying weapons, regardless of how much money a territory may have, therefore INF is a very important unit. They are the basic force to increase the other units.

6. HOW TO USE DOMESTIC ADMINISTRATION COMMANDS

You can progress in this game skillfully, by using 12 kinds of commands, as follows.

To make territory ample?

Fa (farm policy)

DEVELOPMENT ..... A command that activates agriculture.
Enhances: YLD

AID ..... A command that provides $$ to farmers and improves their living standard.
Enhances: LOY, WEL.

Ca (castle) ..... A command to enlarge and strengthen the castle.
Enhances: CLT.

Gm (gold mine)

DIG ..... Can dig gold mines. This command cannot be used for 4 months after a cave-in.
Enhances: The number of G-M.

PRODUCE MORE..... A command to dig out more gold by employing many miners only during the month. This command cannot be used during a cave-in.
Enhances: Special gold income and relates to $$ which increases 5 units every month per G-M.

TO PREPARE AGAINST A NATURAL DISASTER

Dr (doctor)

PREVENT..... Can prevent an epidemic from occurring.
Event affected: EPI

CURES..... Can cure an epidemic.
Event affected: EPI

Fc (Flood control)..... A command to stop damage due to a typhoon or heavy rain. Use Fc to decrease DST.
Event affected: Typhoon or heavy rain.

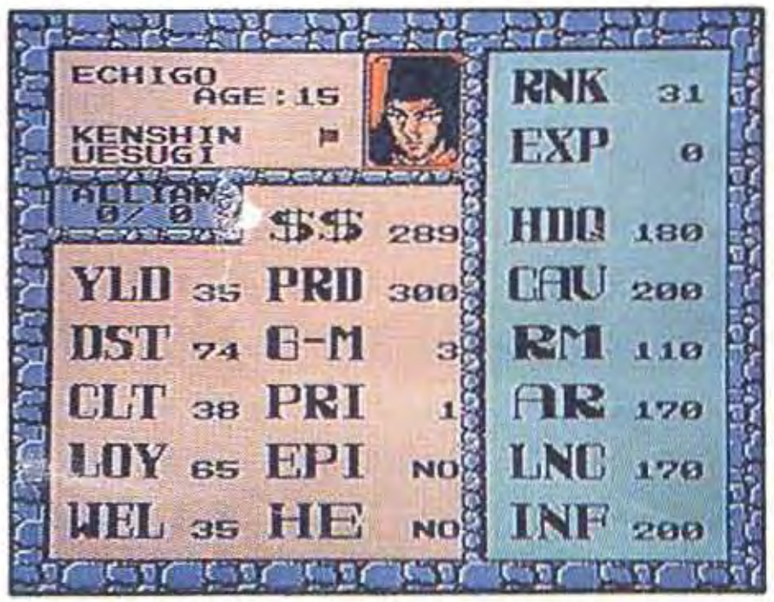
TO MAKE ALLIANCES AND DEPLOY NINJAS

Al (alliance)..... A command to make an alliance. An enemy does not attack during an alliance period, but after half of such a period has passed, the alliance can be canceled and the enemy can be attacked.

Nj (ninja)

SPYING..... Can see the strength of other territories.

CRISIS..... A command to send in ninjas to damage an enemy territory through terrorism and the like.
Event affected: Reduces an enemy's power.



TO BUILD UP A STRONG MILITARY

Mi (military)

ENLIST ..... Can accumulate INF through enlisting.
GOING ..... Invading another territory. GOING costs 5 PRD's.
MOVE ..... Moves soldiers, $$, and PRD within your side.

Mr (merchant)

SELL ..... You can sell PRD and weapons. The selling price is lower than the buying price.
BUY ..... You can buy PRD and weapons.

Make Shingen's unit stronger by buying them weapons. An INF unit becomes an RM unit by buying rifles for it. If the rifles are sold, the RM unit returns to being an INF unit. Buy lances and archery equipment respectively for LNC units and AR units.

TO EDUCATE SHINGEN'S HEIR KATSUYORI

He (heir)

ST (strength)..... The command to train KATSUYORI. The "enlist" of the "military" command and the "crisis" of "ninja" become more effective after his training and inheritance.

IQ..... The command to educate KATSUYORI. After inheritance, the commands of "flood control" and "castle" become more effective.

MO (morality)..... This command cultivates his human qualities and after inheritance the commands of Fa (AID) AND "alliance" become more effective.

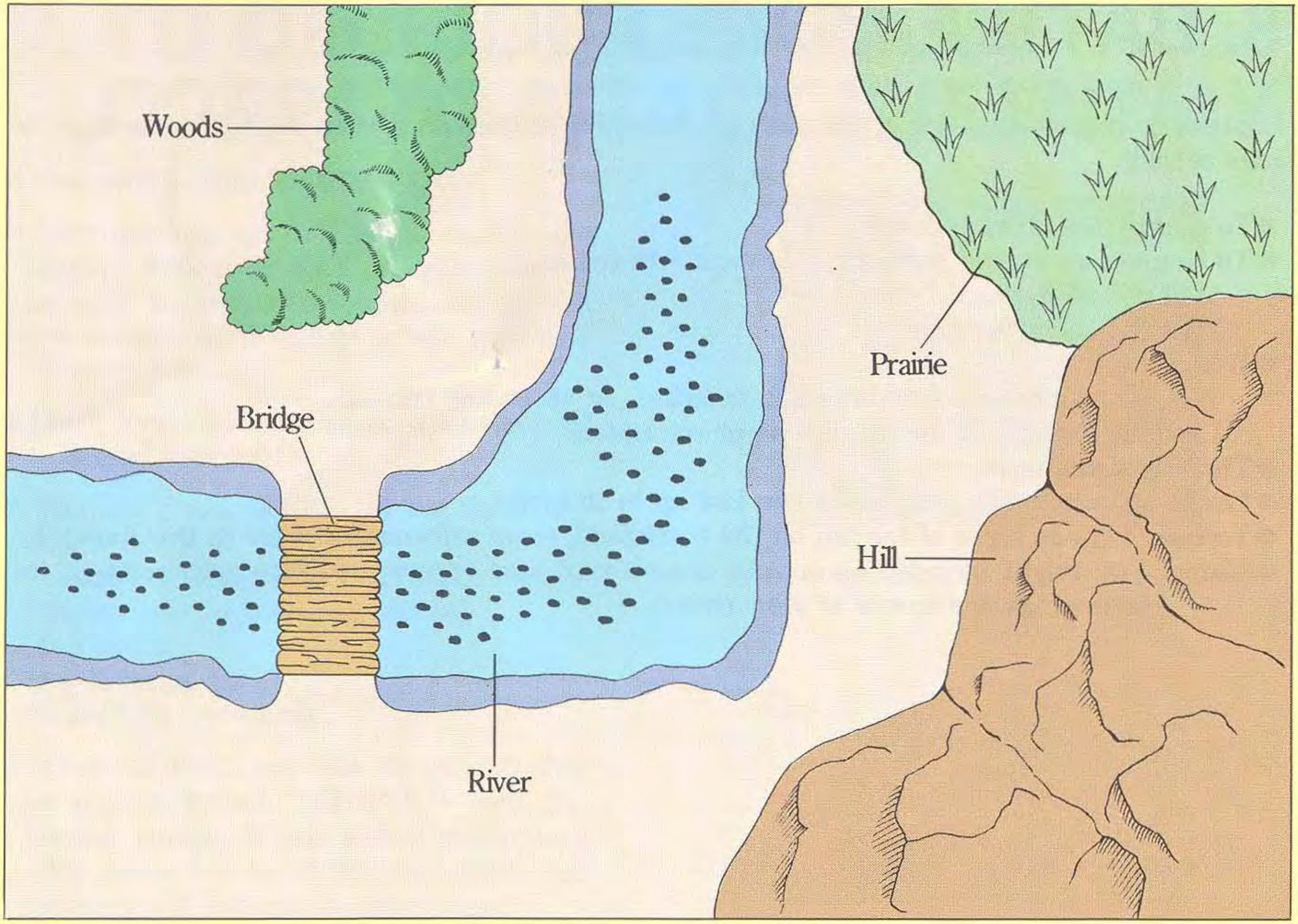
OTHER COMMANDS

Sv (save)..... Records the data of the game. It is a command used only in the main territory where SHINGEN is. Saving is not possible in a month in which SHINGEN moves.

Ps (pass)..... A command to spend a month doing nothing.

7. BASIC TACTICS - HERE IS THE BATTLEFIELD OF SHINGEN!

1. Attack the enemy's headquarters.
2. Rush at once, beyond the enemy's range.
3. Shoot distant enemies by gun.
4. Make use of the terrain to dodge arrows and bullets.
5. Cross the shallow part of a stream.
6. Utilize the range of the CAV.
7. Cautiously use the more valuable troops. (AR, RM, CAV).


Woods
Bridge
River
Prairie
Hill

8. BATTLE MODE RULES

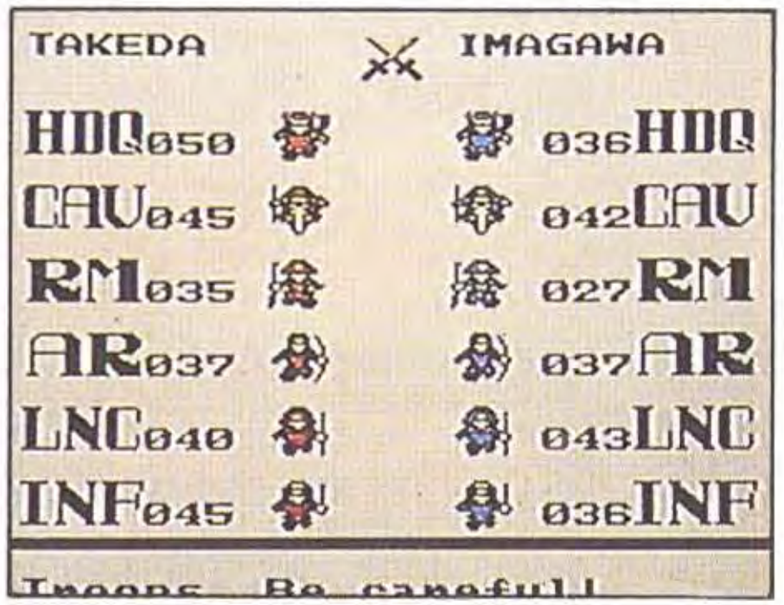
Battle mode means taking your country into a battle with your enemies. Before you fight, remember the rules of battle.

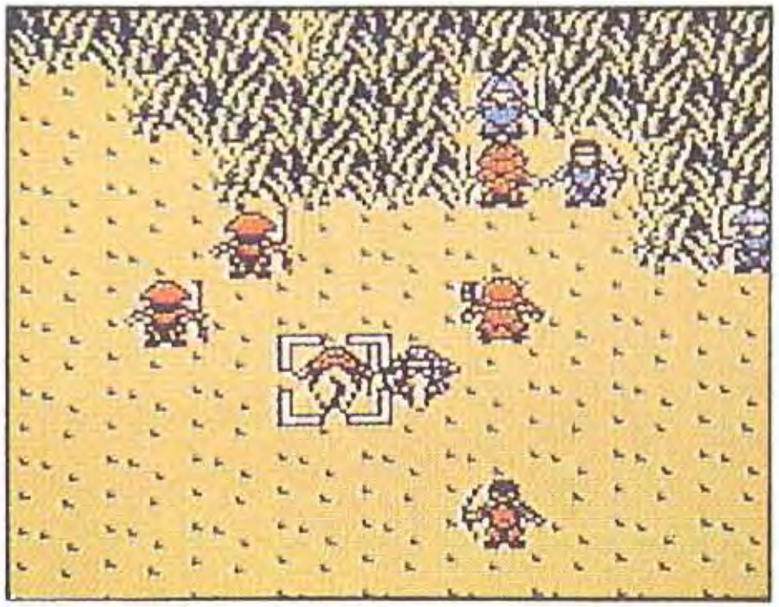
- **To occupy the other countries:**
- **To conquer an enemy territory, you must win twice:**
  1) at a field fight.
  2) at the enemy's castle.
- **Win or lose:**
  Win: by capturing an enemy's headquarters, or an enemy retreats.
  Lose: by losing your headquarters, or retreating.
- **There is also a draw.**
- **Length of one battle: One battle can last up to 20 turnp.**
- **Terrain: various types of terrain on the battlefield, more information later in this manual.**
- **Gains: You might increase upon your army's rank and experience. Also gain some of the belongings and troops of your enemy.**

9. TO DECIDE HOW MANY CORPS TO ATTACK THE ENEMY

- You need 5 PRD for GOING.
- After deciding on GOING, a map screen appears indicating all territories. However, only those territories adjacent to you are attackable. Use this screen to decide on corps leaving.
- Don't forget to leave some troops behind to defend your castle.
- You can't use GOING in the following cases:
  *Territories being attacked by the enemy.
  *No enemies in your neighboring territories.
  *No headquarters.
  *Snowfalls and storms.
- When GOING, you can decide whether or not to include SHINGEN with the leaving troops. If you defeat a territory with troops led by SHINGEN, then that territory will become his new home.

10. AUTOMATIC AND MANUAL BATTLES

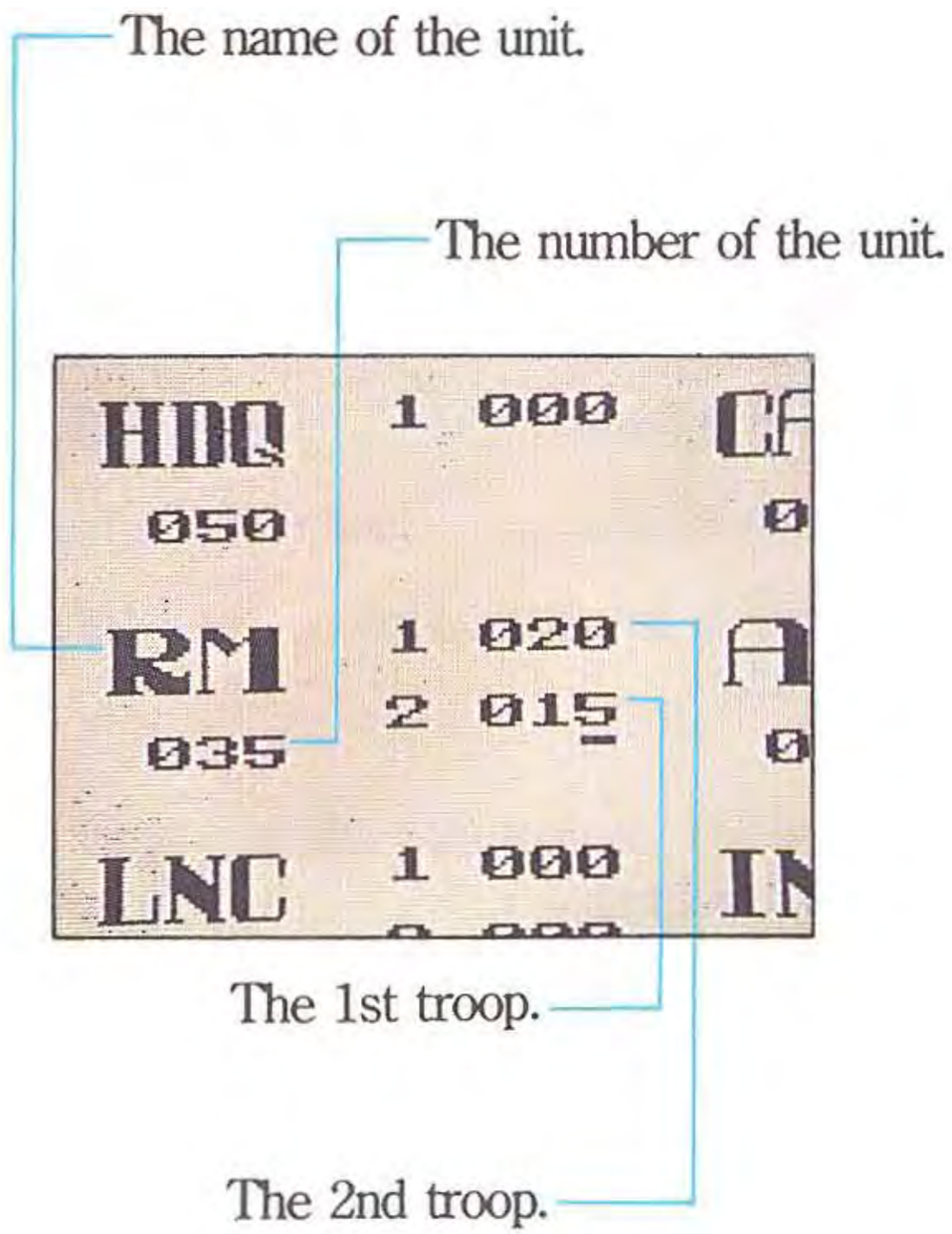




Automatic:
to fight without moving troops of either yours o the computer's. A way of making battles short This is not recommended in cases of fights be tween similar troops. Use "Automatic" only in a certain win.

Manual:
enables you to fight individually on the battlefield by moving troops. By winning the battle, you can gain EXP, $$, and PRD. If the enemy's troops are still alive, you can take them prisoner, except enemy's HDQ.

11. DIVIDE THE TROOPS



After choosing "Manual", next is the division of the troops. When you divide the troops, each one becomes smaller and weaker, but more useful in attacking two enemies at the same time.

The 5 types of armies can be divided into 2 troops. Only the infantry can be divided into 3.

At first, you can fight effectively without dividing your troops.

You have to fill the ranks of your advancing troops so that there won't be any left.

After dividing, push "START" Button to go to the battle screen.

12. MOVING AND RUSHING ON THE BATTLEFIELD

The moving distance is decided by the kind of troop. This is called "Moving ability". The higher it is the farther you can move.

The effect of the Terrain on the Soldiers

Soldiers can't cross	deep rivers, moats, and rocks.
Soldiers can't move quickly	rivers, beaches, forests, mountains, and ditches.
Places safe from passing bullets and arrows from the enemies	forests, mountains, ditches, rocks, and stone fences.
Places where bullets and arrows can pass through from the inside	castle walls and citadels.
Places to take effective defense	forests, mountains, and ditches.
Places unsuitable for defense	rivers.

The name of the units

Infantry ..... moving ability is 6 blocks.
You must be next to your enemy to rush (attack).

Lancers ..... moving ability is 6 blocks.
You must be next to your enemy to rush (attack).

Cavalry..... moving ability is 9 blocks.
You must be next to your enemy to rush (attack).

Headquarters..... moving ability is 6 blocks.
You must be next to your enemy to rush (attack).

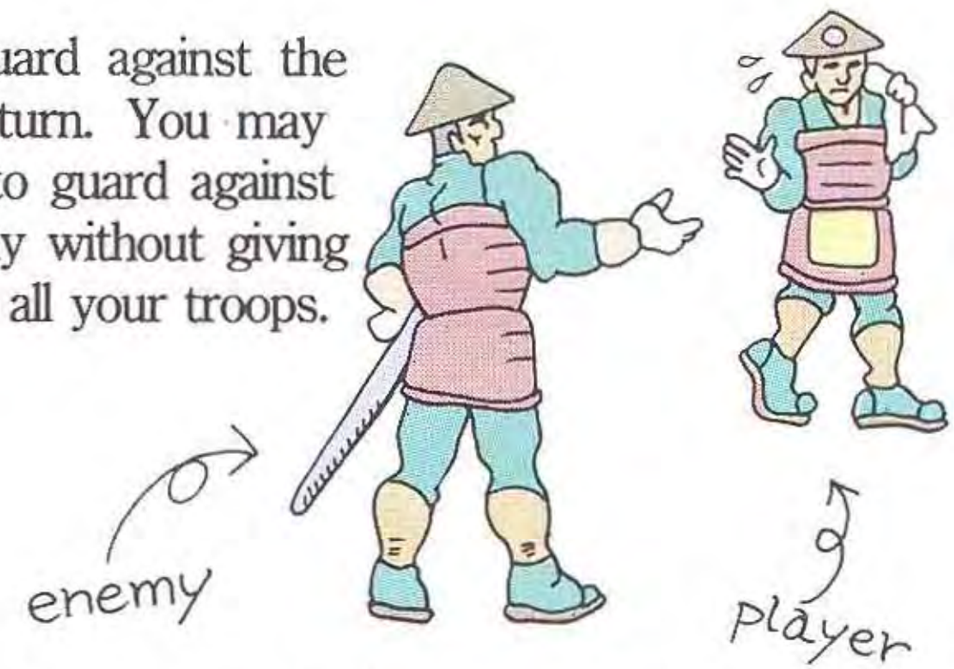
Archers ..... moving and shooting range is 5 blocks.

Riflemen ..... moving ability is 5 blocks. Shooting range is 7 blocks.

13. OTHER ACTION ON THE BATTLEFIELD

WAIT ..... to remain. You can use this action before and after moving.

END ..... use to guard against the enemy's turn. You may use this to guard against the enemy without giving orders to all your troops.



FLEE ..... if you retreat from a field battle, the enemy may decide to attack your castle. If you retreat from a castle, the enemy will occupy that territory.

14. LUCKY OR UNLUCKY? VARIOUS EVENTS

Conditions have an influence on the events of the country in various ways. According to the power of the nation, unlucky events (especially disasters) will decrease, and lucky events will increase.

SEASONAL INFLUENCES (MONTHLY EVENTS)

January	SHINGEN's birthday (as well as all other Generals,)
June	Heavy rain
July	Epidemic
September	Festivals (stops many times because fighting continues) Storms
October	Collect annual tribute
Dec.-March	Snowfall
Monthly	Money from gold mines

NATURAL EVENTS

Snowfall..... you can't use GOING or Move. No Mr (merchant) can come.
*increases DST (disaster).

Heavy Rain..... flooding.
*increases DST, decreases WEL (wealth) and YLD (yield).

Epidemic..... July through November
*decreases INF (infantry) because they become sick.
decreases WEL (wealth).
related to CLT (culture).

Storm ..... Mr (merchant) and Mi(military) cannot use GOING or MOVE.
*increases DST
decreases YLD and CLT.

BAD EVENTS

Cave-in..... When the gold mine caves in, you can't use the command G-M (gold mine) for 1 month, this month inclusive. Makes half revenue during those months.

Father Nobutora..... Times he comes to take money or eat food.

Signal fire..... The country about to be attacked puts up a signal fire. This can be seen on the strategy map.

Break Alliance..... After half the term passes, you may be attacked, breaking the alliance. SHINGEN can do the same.

EXPECTING EVENTS

The birth of a princess. LOY (loyalty) rises.
The birth of the heir KATSUYORI. LOY (loyalty) rises.

*There are many other various events remaining.

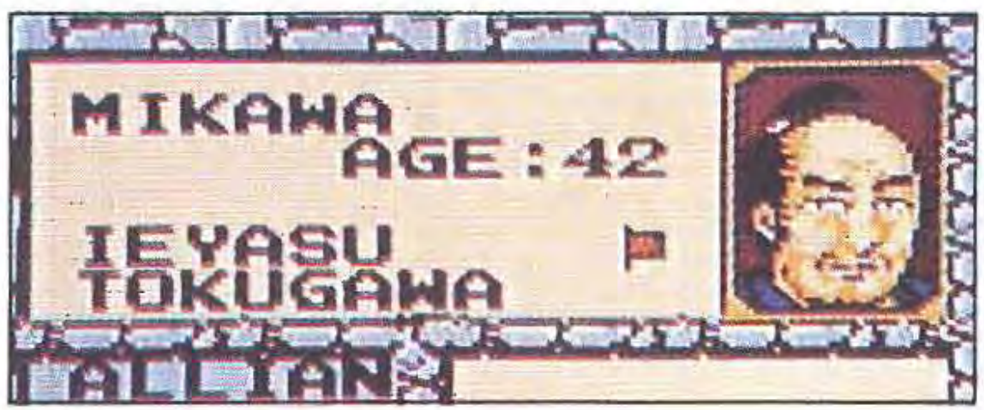
15. MAIN LORDS WHO APPEAR IN THIS GAME

Kyoto, the capital of ancient Japan, is in Yamashiro. 400 years ago, Kyoto was a special place for all Japanese Lords because it represented the finest in culture and society. Also, after subjugating all enemies, it was the place where the lords would go to meet the Emperor and be proclaimed the Shogun of Japan.

SHINGEN TAKEDA He is the hero in this game. After he removed his hostile father, NOBUTORA, he became the lord (daimyo) of Kai. SHINGEN was brave and prudent, and not only good at battle, but wise in politics and economics. SHINGEN then conquered territories one by one with his army. Unfortunately, in 1573, at the age of 52, he died on an expedition to the capital, Kyoto, with his dream of unifying Japan unfulfilled. He was praised as the "strongest and wisest general in the age of wars".

KATSUYORI TAKEDA He is one of the other heroes in this game. He was the fourth son of SHINGEN and inherited his father's position after his death. He was unyielding and good at battle, but didn't have as much political skill as his father. In 1575 he lost the battle with the great riflemen of the unified army of NOBUNAGA ODA and IEYASU TOKUGAWA. After that, his army lost power. Seven years later, NOBUNAGA ODA attacked again, finally bringing down the dynasty of the TAKEDA family.

UJIYASU HOJO He defeated 80,000 enemy troops with 8,000 men of his army. He was a brave general in many battles, cool and controlled. People in his territory contributed to the "Golden Age" of the HOJO family. He is also famous for making the impregnable Odawara Castle. His son was unable to carry on in his footsteps.



KENSHIN UESUGI He was the strongest rival of SHINGEN. The "Battle of Kawanaka Island", which he fought with SHINGEN five times for Shinano territory (North Shinano in this game), is one of the most famous battles in Japanese history. He attracted many people because of his cheerful and charitable nature and went to war mainly as a religious crusader. His successor was an adopted son.

MOTO IMAGAWA He is one of the most famous lords in the age of wars. In 1560, on the way to taking 25,000 soldiers to Kyoto, he was killed by a surprise attack of 4,000 members of the NOBUNAGA army. He had a high ability as a general, but was disliked for his unforgiving, cruel nature by other people. His son had no military talent to maintain his father's empire.

IEYASU TOKUGAWA He was the son of HIRO (HIROTADA) MATSUDAIRA in the Mikawa region. He spent his childhood as a hostage of the IMAGAWA family. In 1600, he won the big battle of Sekigahara which divided Japan in two. His self-controlled and patient attitude lead to his success. He was the founder of the Tokugawa Shogunate, the longest in Japanese history.

NOBUNAGA ODA His aim was to unify Japan with his intelligent and aggressive nature. His success was due to his foresight to use the rifle which was not widely used at that time. On the battlefield, his cruel but brilliant tactics made him among the most popular generals of Japanese history.

THE IKKO SECT A Buddist sect that aimed to contribute to the country through religion, and had a strong influence on each region, including Kaga. The Ikko sect sometimes collided with the lords. NOBUNAGA ODA especially had several clashes with the Ikko sect.

General LI and WONG Ming is the People's Republic of China today. It is not a historical fact that the MING army attacked Noto in Japan. It is only for this game, to make a fictitious situation.

● List for Daimyo (lords) who appear this game. ●

1st generation lords will change to 2nd generation lords as the game progresses.
(Only ASHIKAGA Family changes to 3rd generation.)

Regions	The number of the Lords	
	1 st	2 nd(3rd)
KAI	SHINGEN TAKEDA	KATSUYORI TAKEDA
SHINANO		
SAGAMI	UJIYASU HOJO	UJIMASA HOJO
MUSASHI		
KOZUKE	KENSHIN UESUGI	KAGEKATSU UESUGI
ECHIGO		
WEST SHINANO	YOSHIMASA KISO	YOSHITOSHI KISO
NORTH SHINANO	KIYO MURAKAMI	KUNI MURAKAMI
SURUGA	MOTO IMAGAWA	UJIZANE IMAGAWA
TOTOUMI		

Regions	The number of the Lords	
	1 st	2 nd(3rd)
OWARI	NOBUNAGA ODA	NOBUO ODA
MIKAWA	HIRO MATSUDAIRA	IEYASU TOKUGAWA
MINO	DOSAN SAITO	YOSHITATSU SAITO
HIDA	YORI ANEKOJI	KORETSU ANEKOJI
ETCHU	TSUNA HATAKEYAMA	NORI HATAKEYAMA
NOTO	GENERAL LI	GENERAL WANG
KAGA	THE IKKO SECT	THE IKKO SECT
ECHIZEN	TAKAKAGE ASAKURA	KAGE ASAKURA
OUMI	HISAMASA ASAI	NAGAMASA ASAI
ISE	HARA KITABATAKE	TONO KITABATAKE
YAMASHIRO	YOSHITERU ASHIKAGA	HIDE ASHIKAGA AKI ASHIKAGA

16. Hints

1) The CAV. who is 2nd only to HDQ in close combat, is a very effective weapon against the enemies RM and AR, because of the latter's weakness in close combat, which is due to weak armor.
2) Some castles have BLIND SPOTS, which are areas in which the defenders of the castle are unable to inflict damages upon the attackers. These BLIND SPOTS are located adjacent to the corners of the castle. It will be to your advantage to use these BLIND SPOTS, when laying siege upon a castle.
3) Stay away from territories with a more powerful rank, especially if their HDQ is considerably stronger than yours.
4) Use your territory or territories that the enemy is unable to attack (for example, a territory that is surrounded by other territories you control) as a base for the supplying of troops and money to your endangered ones.
5) The Mountain Ranges (thick white lines) are impossible to cross, therefore the bordering territories are of great strategic value.
6) Make alliances with the strongest neighboring territories. This will enable you to concentrate on your weaker enemies.

LIMITED WARRANTY

HOT.B USA warrants to the original purchaser of this HOT.B USA software product that the medium on which this computer program is recorded free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase. This HOT.B USA software program is sold "as is" without express or implied warranty of any kind, and HOT.B USA is not liable for any losses or damage of any kind resulting from use of this program. HOT.B USA agrees for a period of ninty(90) days to either repair or replace, as its option, free of charge, any HOT.B USA software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the HOT.B USA software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HOT.B USA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILTY AND FINESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINTY(90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HOT.B USA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HOT.B USA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

HOT.B USA INC
1255 POST ST. SUITE 1040 SAN FRANCISCO CA.94109
Telephone 415-567-9501

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:—Reorient the receiving antena—Relocate the NES with respect to the receiver—More the NES away from the receiver—Blus the NES into a different outlet so that the control deck and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpfull: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No.004-000-00345-4.

MEMO

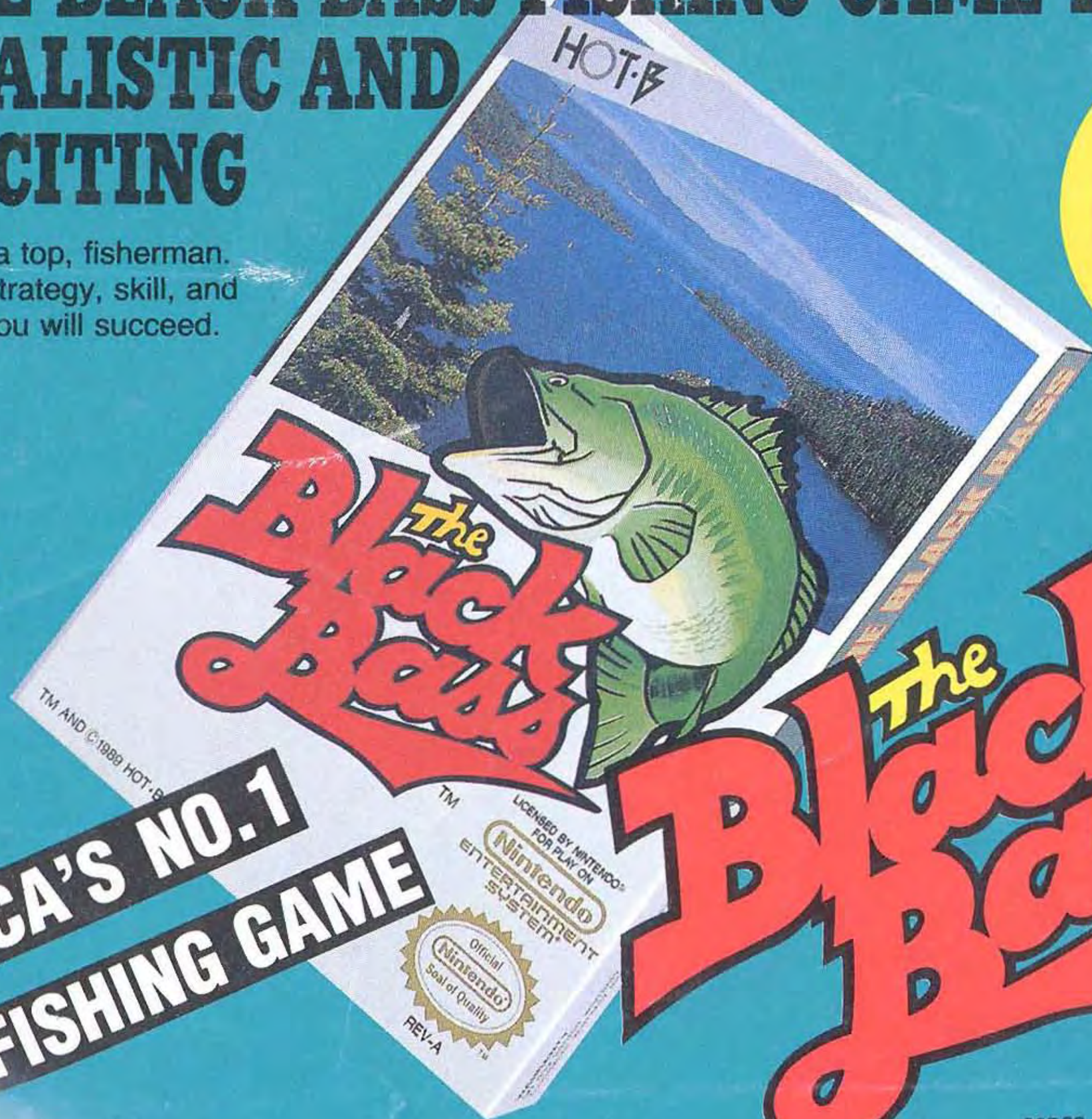
THE BLACK BASS FISHING GAME IS REALISTIC AND EXCITING

You're a top, fisherman. Using strategy, skill, and talent you will succeed.

REAL FISHING GAME

Nintendo ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

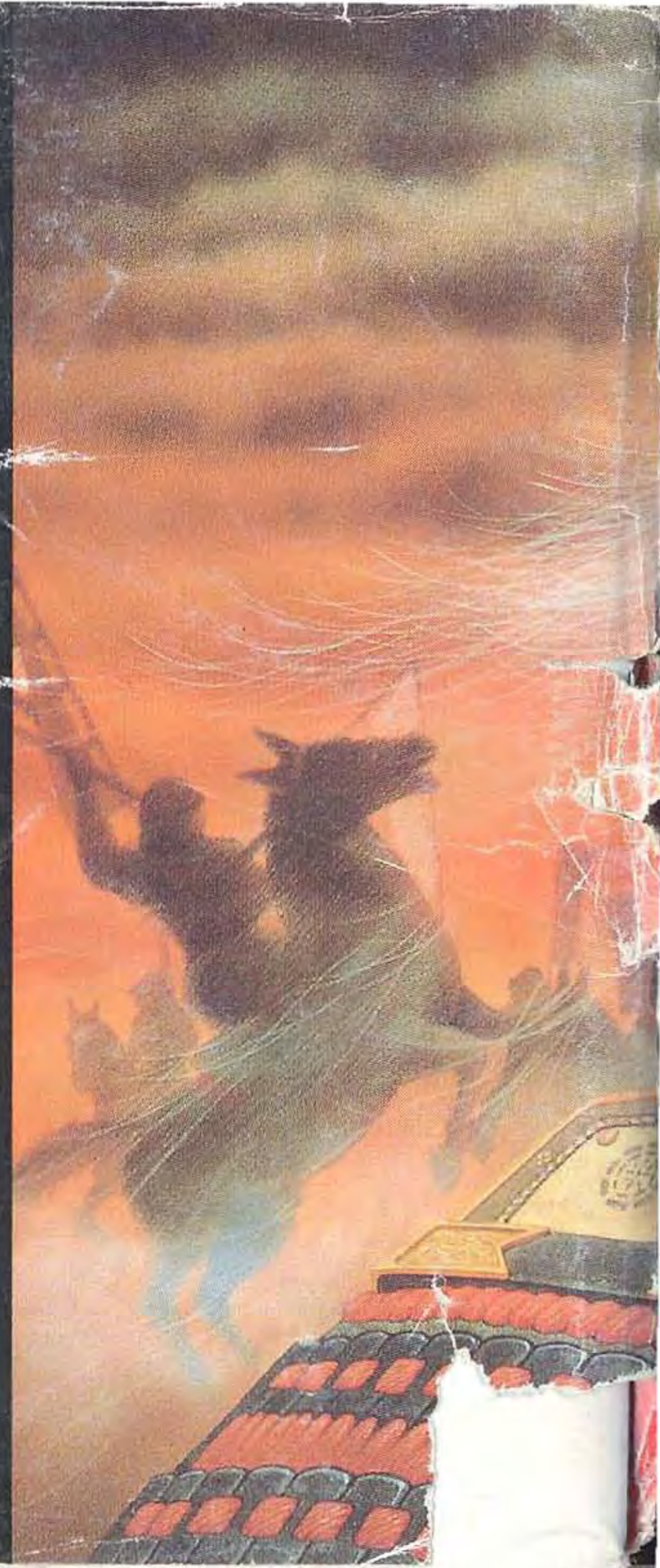


AMERICA'S NO.1 FISHING GAME

The Black Bass™

00522

HOT·B

HOT.B USA INC
1255 POST ST. SUITE 1040 SAN FRANCISCO CA. 94109
Telephone 415-567-9501
CREDITS Game concept by HOT.B (JAPAN)
Project Director: JUN KURIYAMA & KENJI ISHIKAWA
Printed in Japan
NES-23-USA ★

TM AND © 1990 HOT·B USA INC.